

Fig. 1

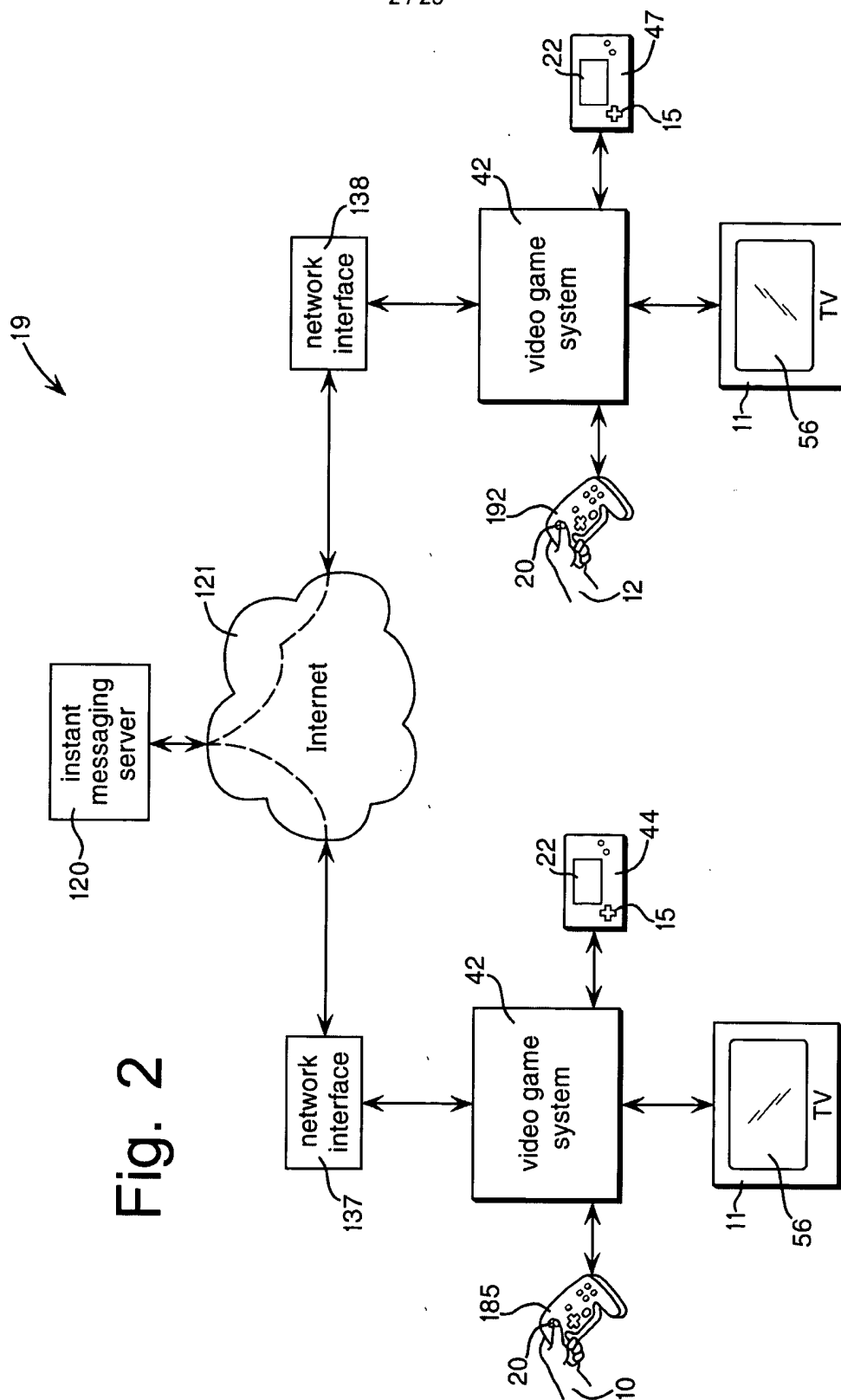


Fig. 3

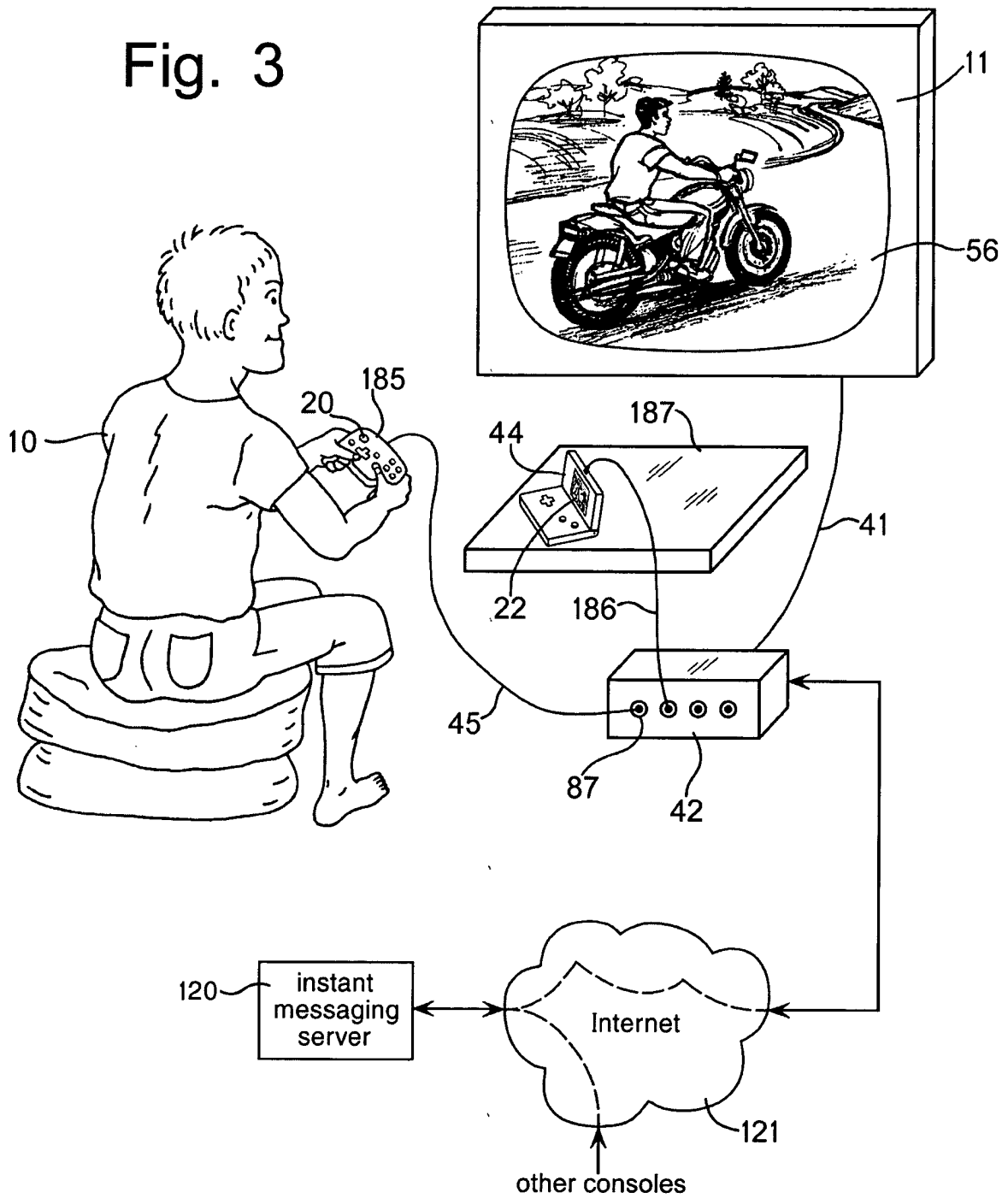
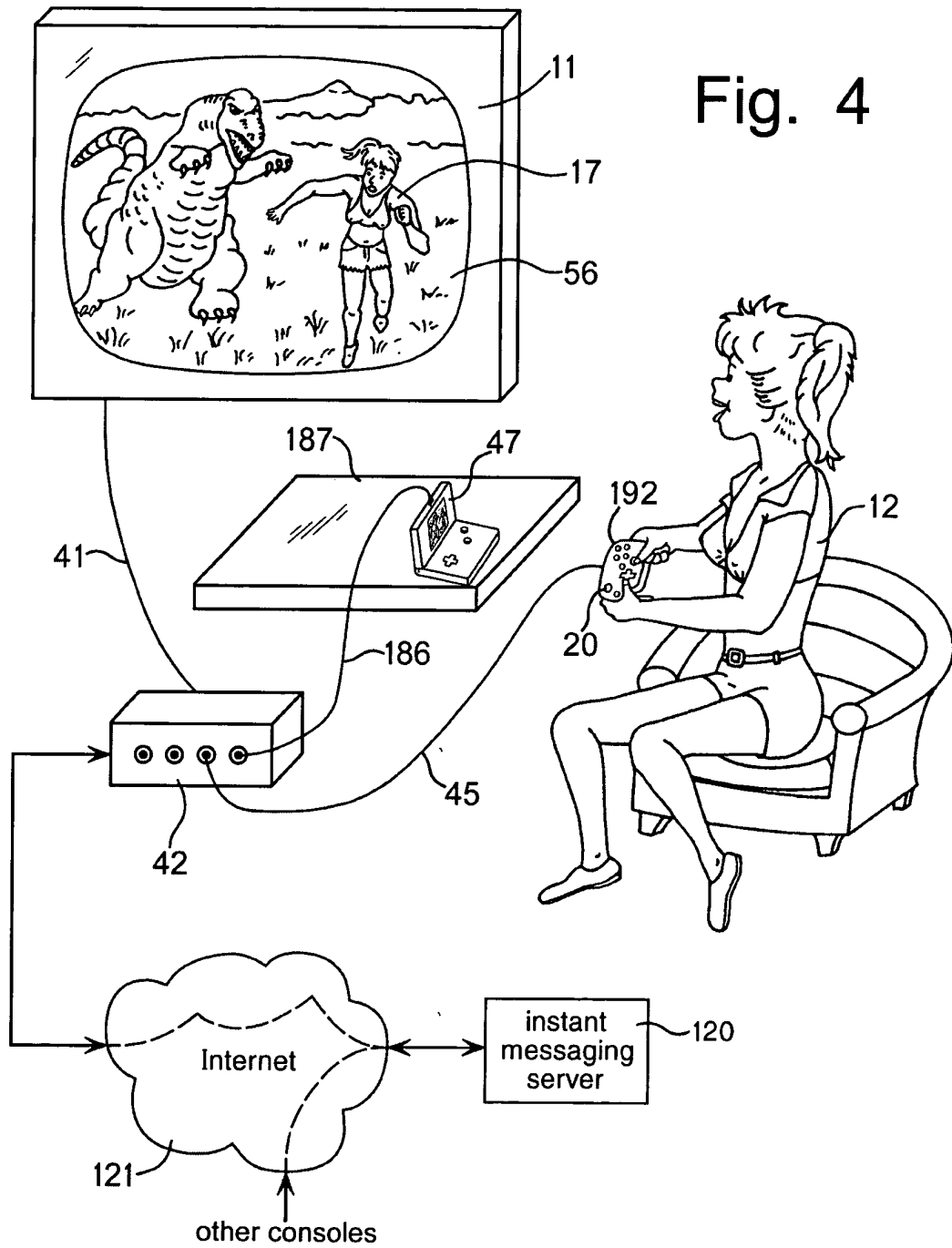


Fig. 4



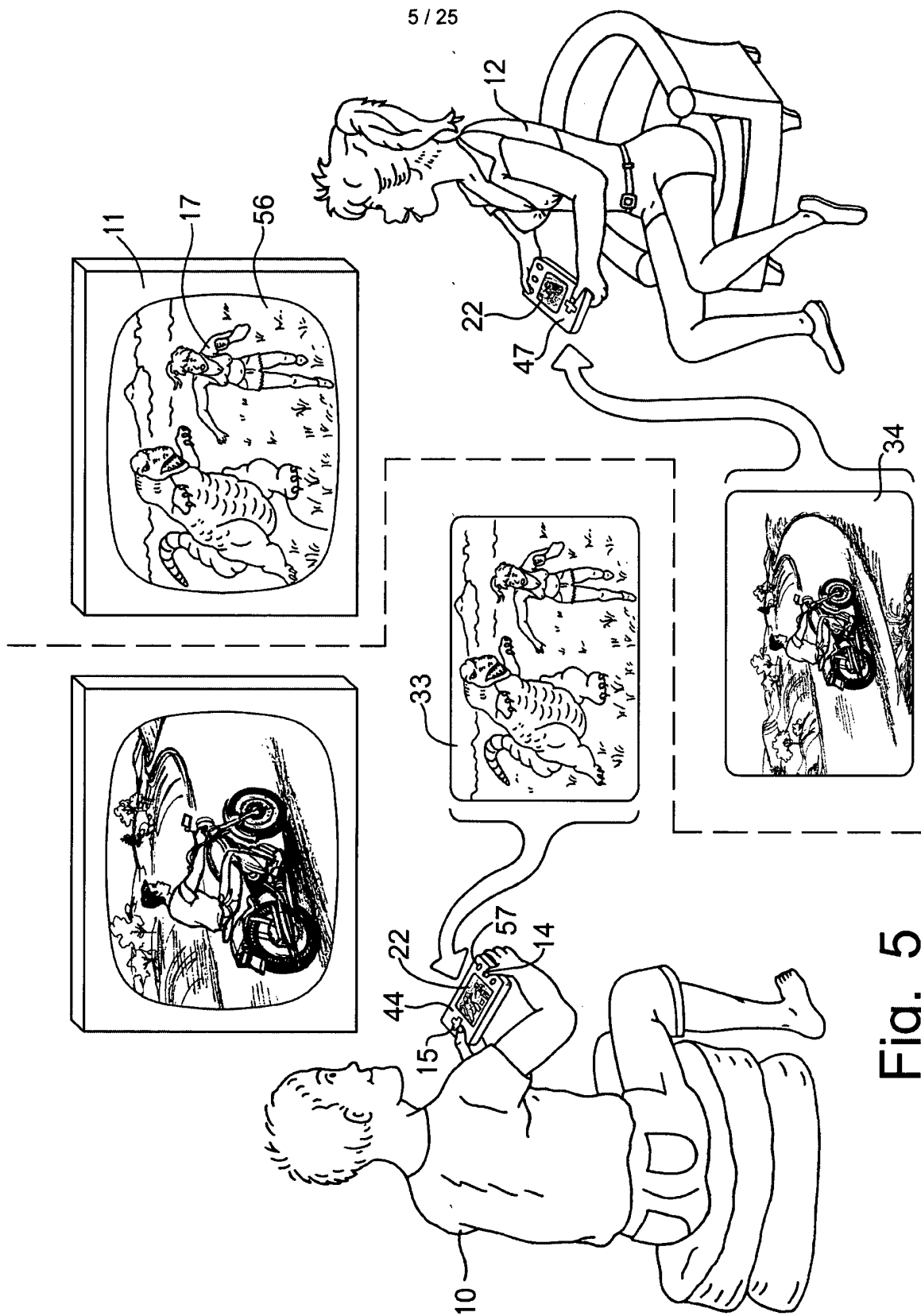


Fig. 5

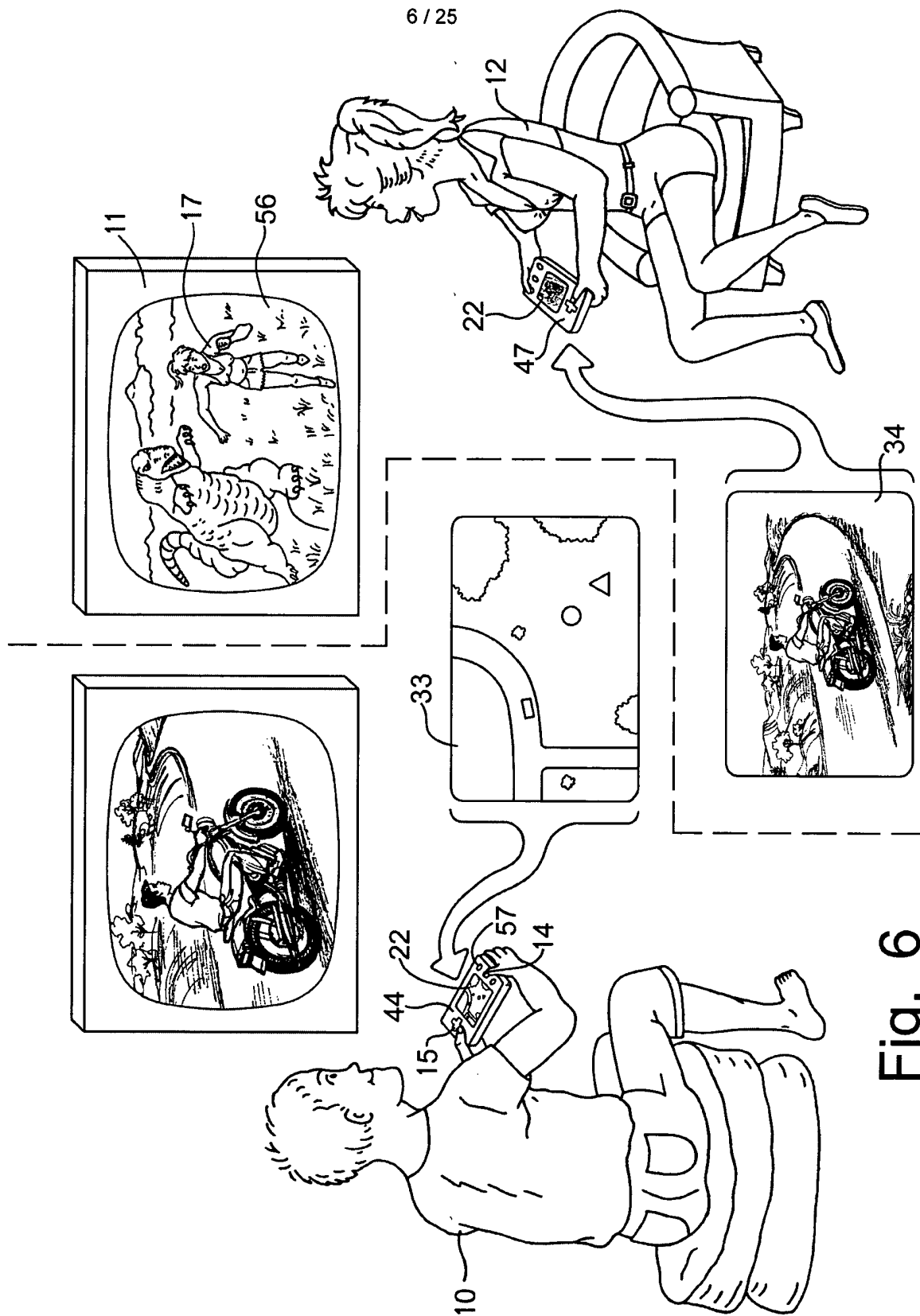
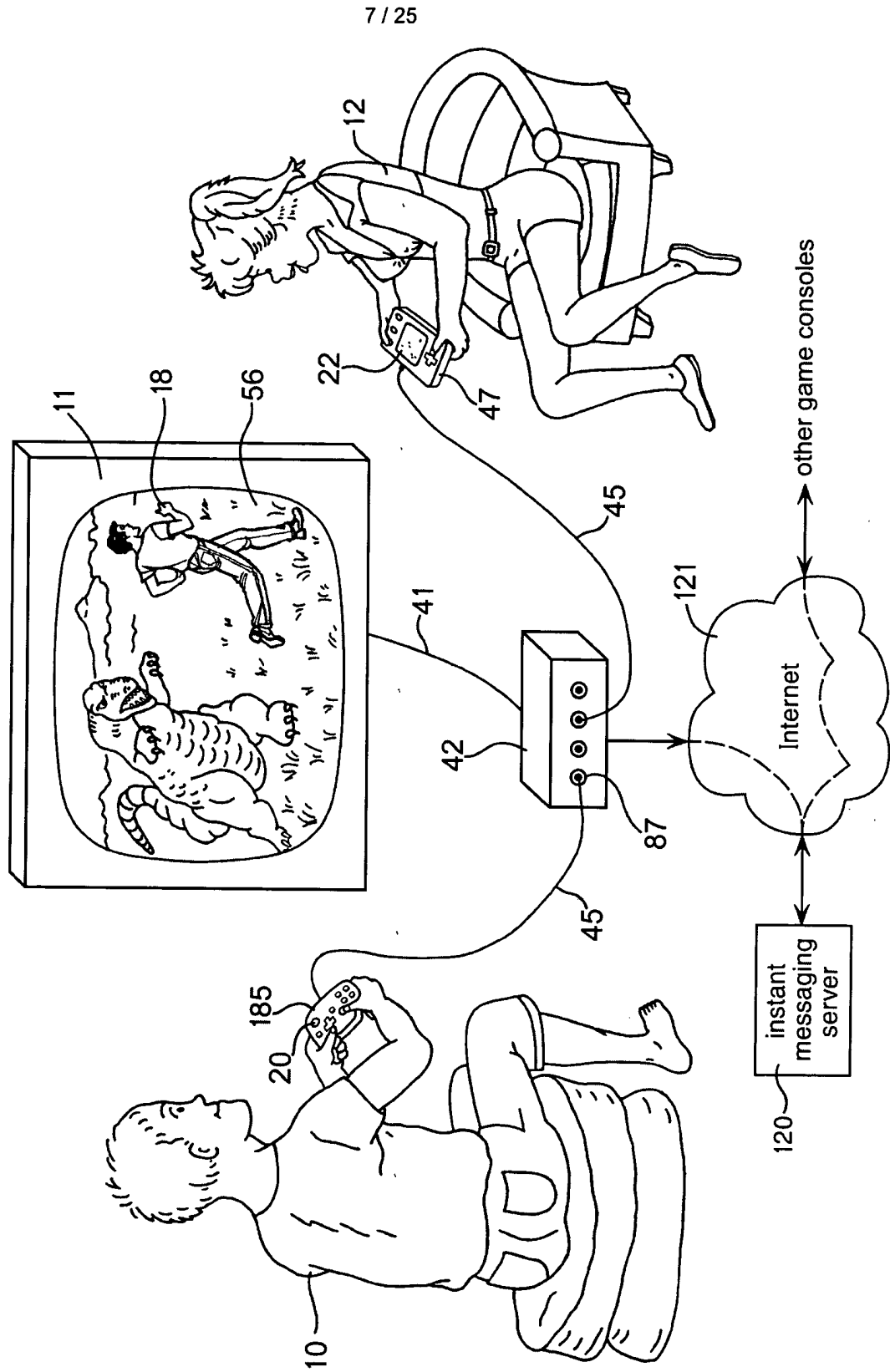


Fig. 6

Fig. 7



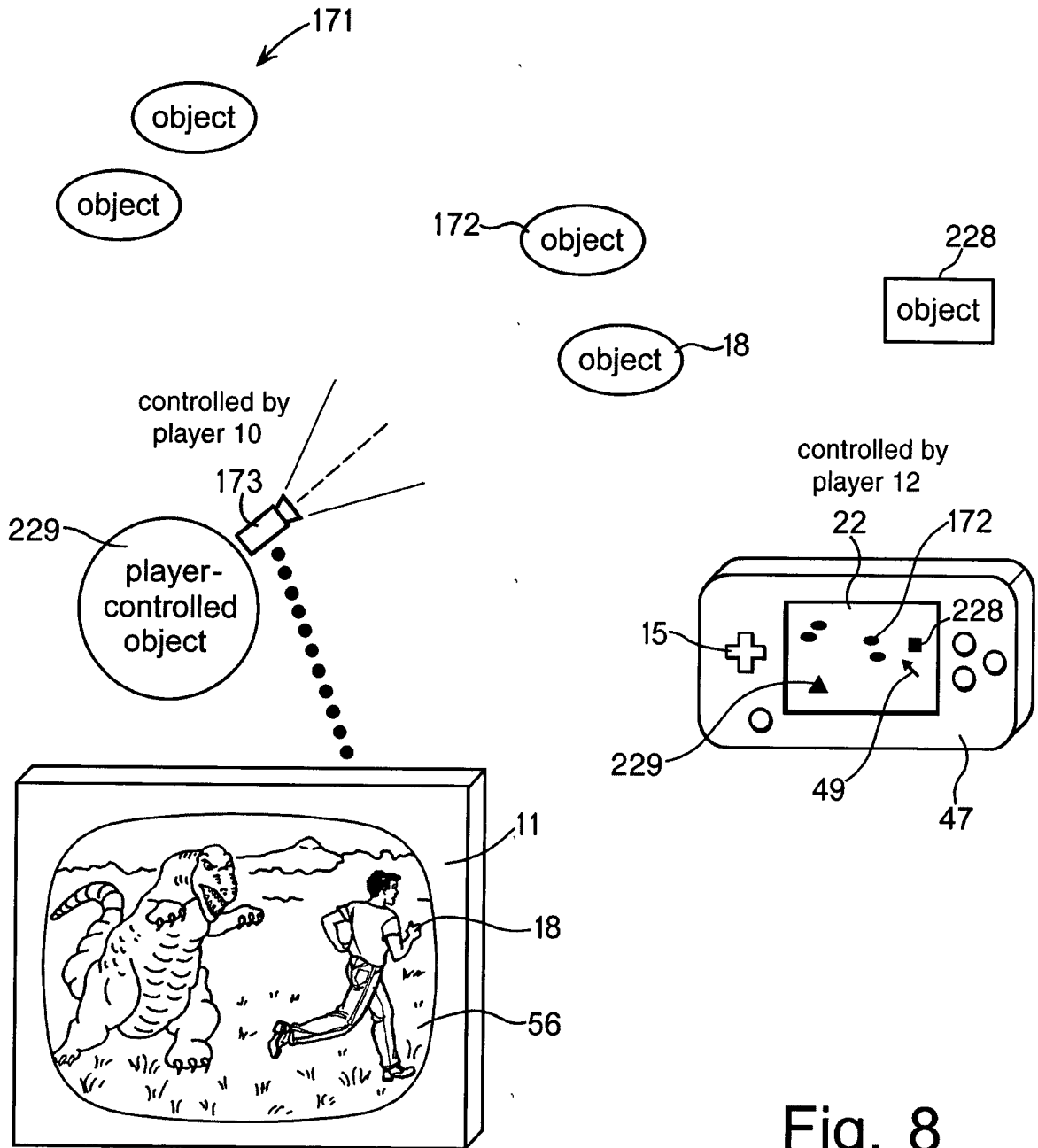
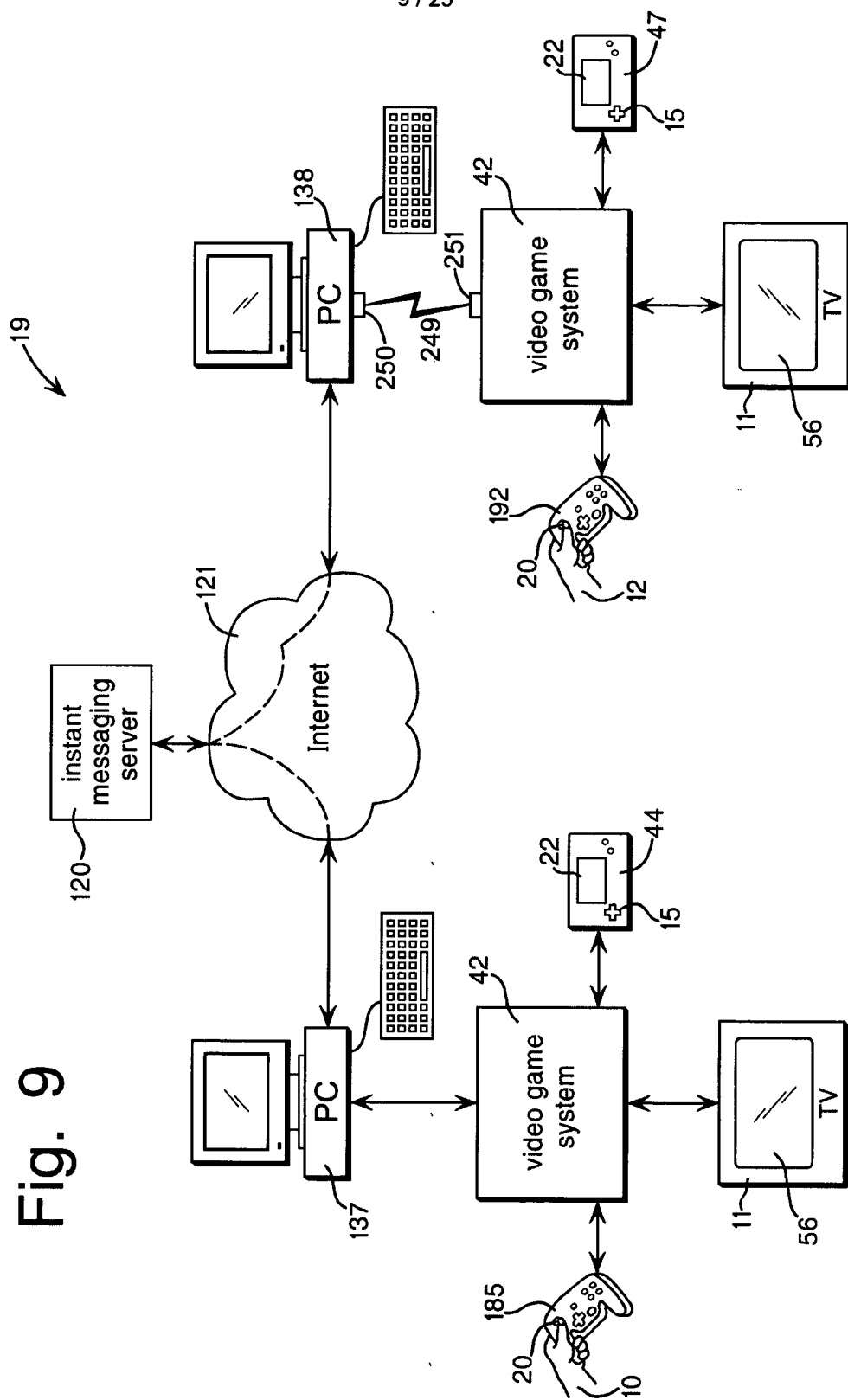


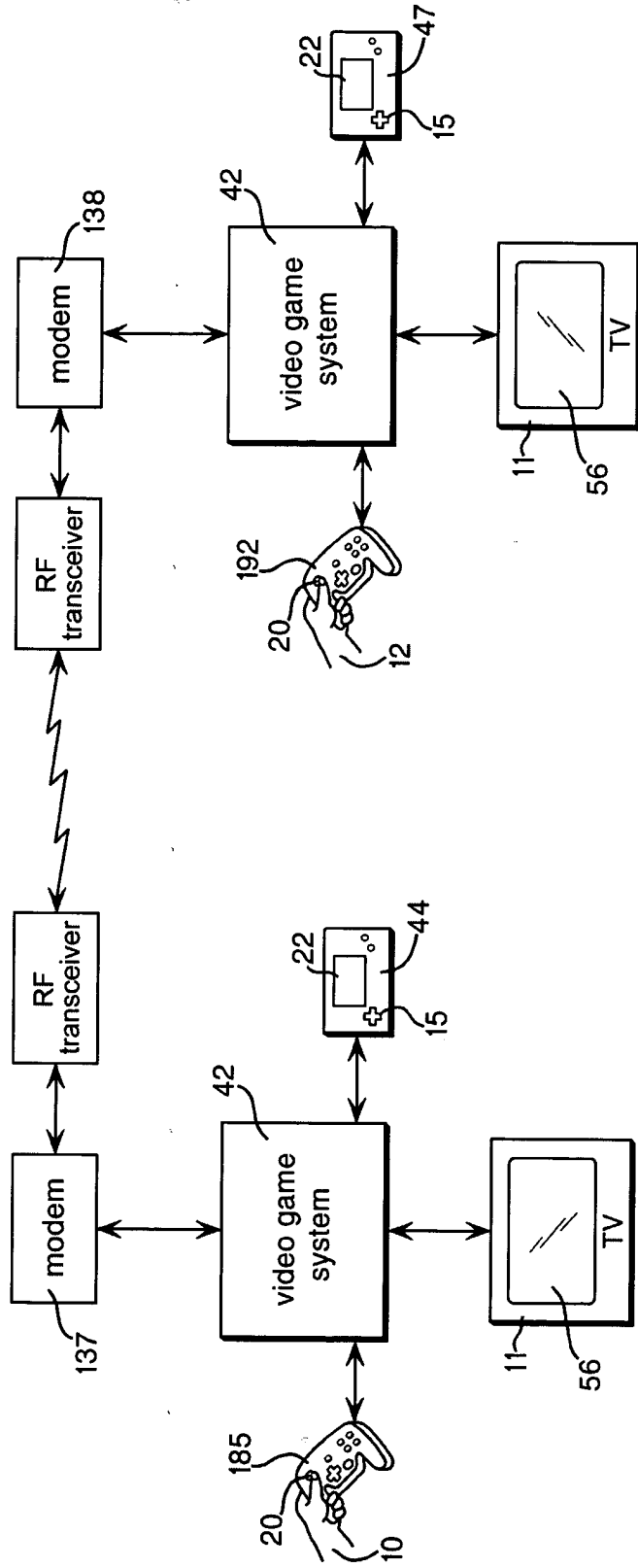
Fig. 8

Fig. 9



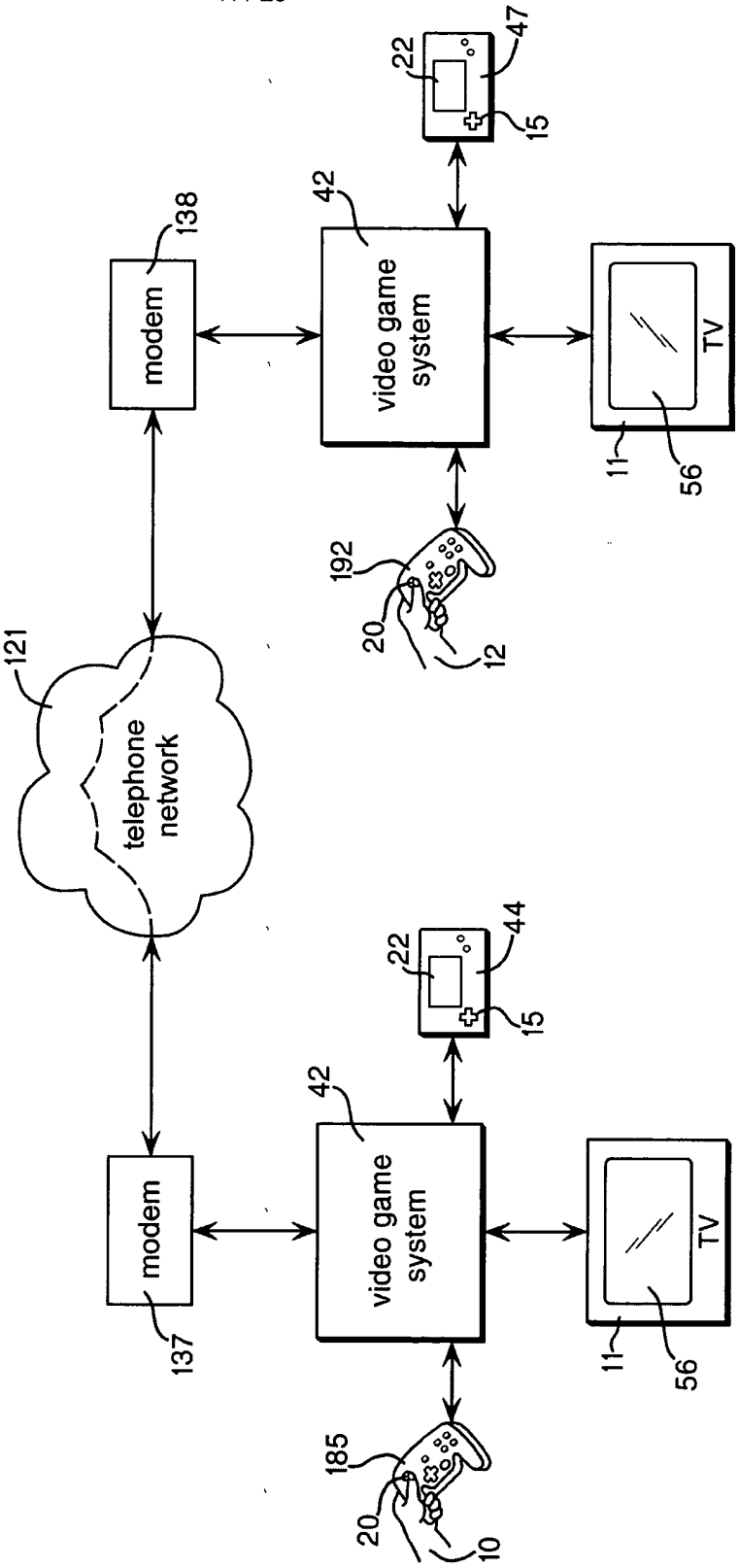
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Fig. 10



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Fig. 11



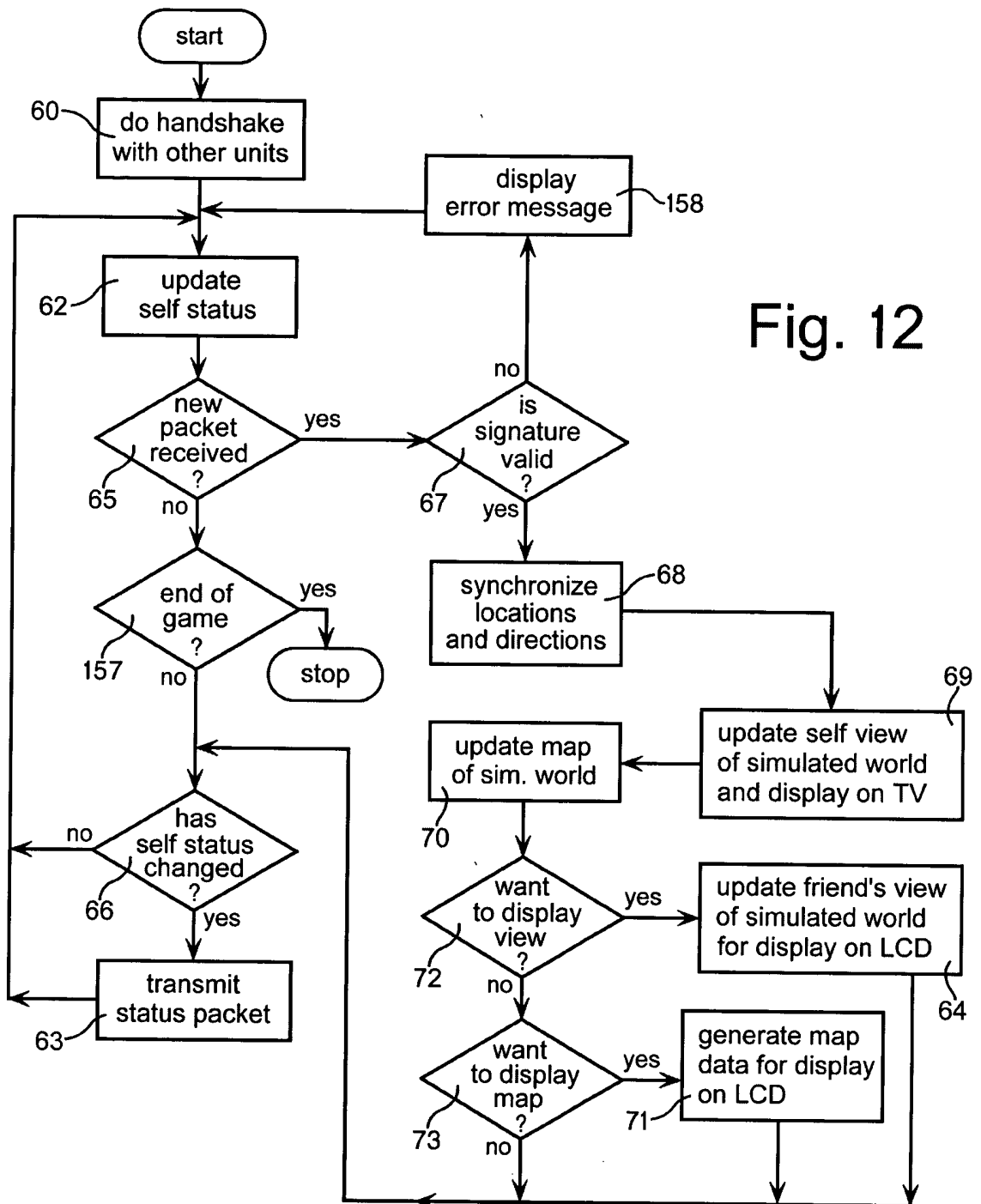


Fig. 13

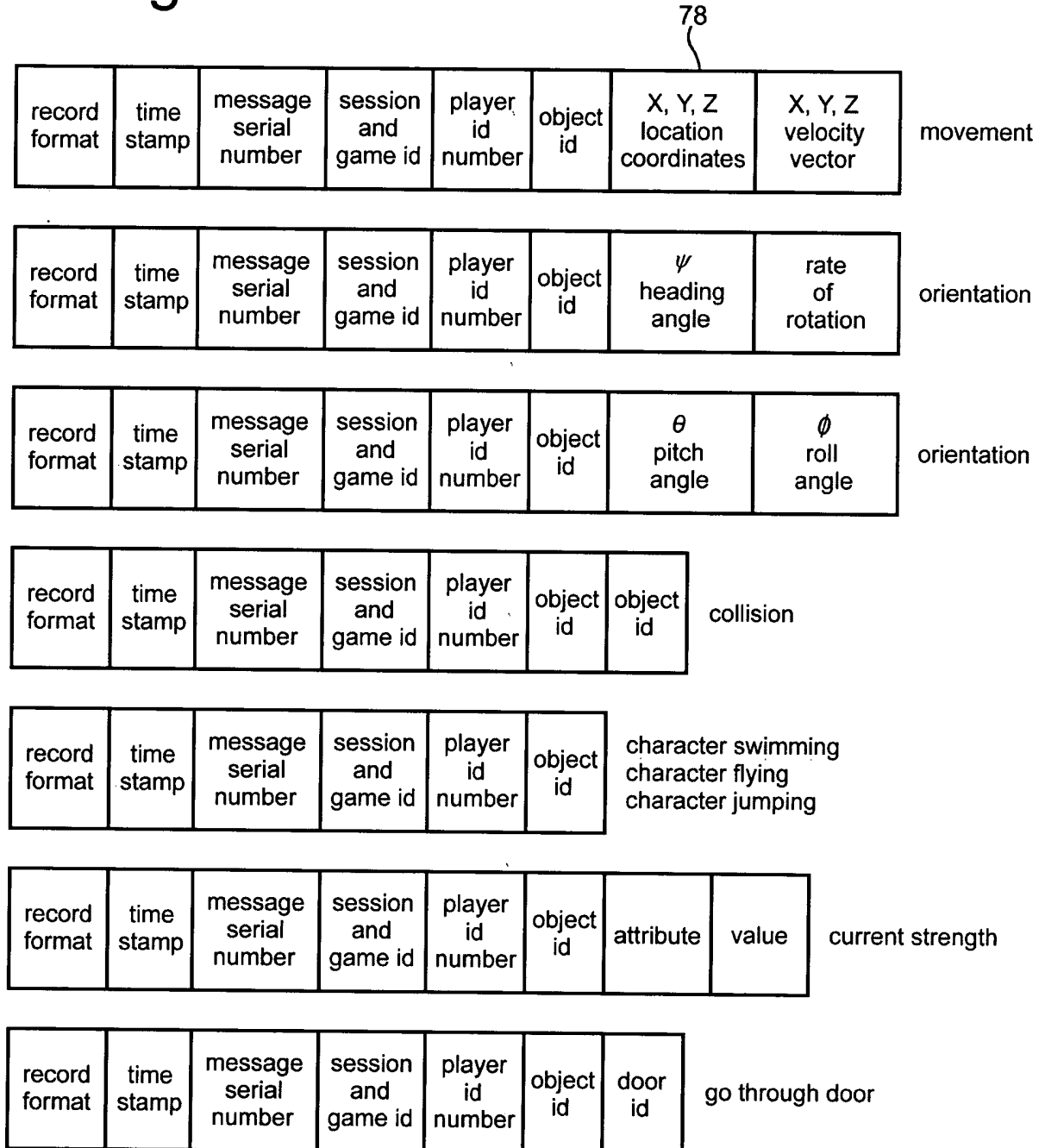


Fig. 14

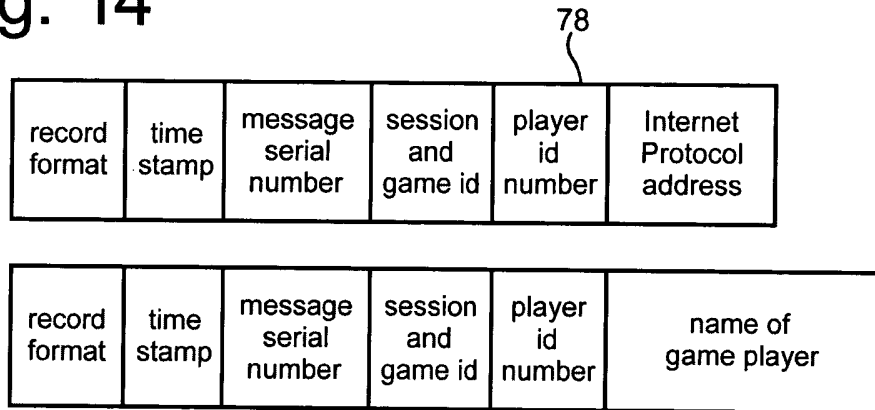
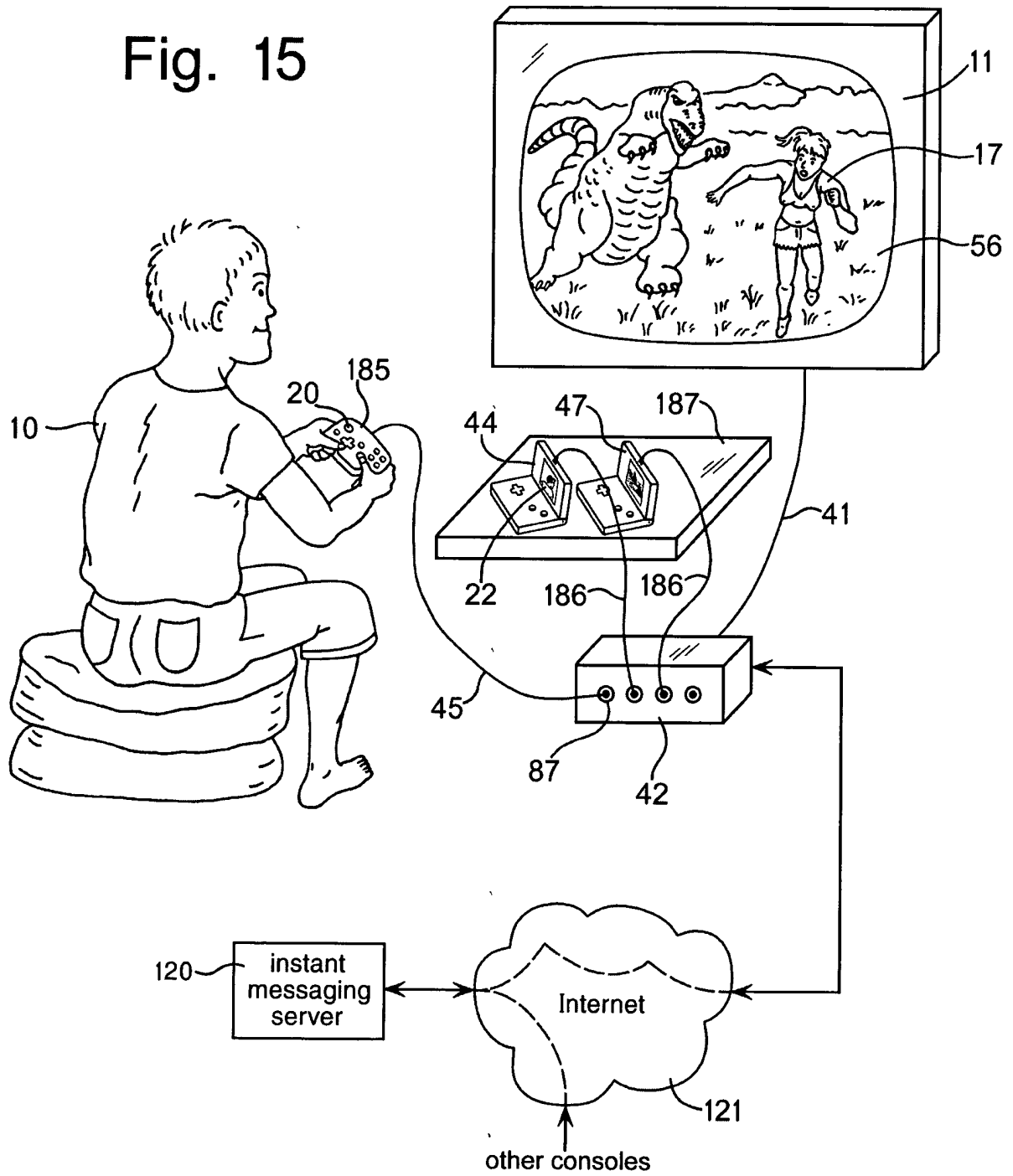


Fig. 15



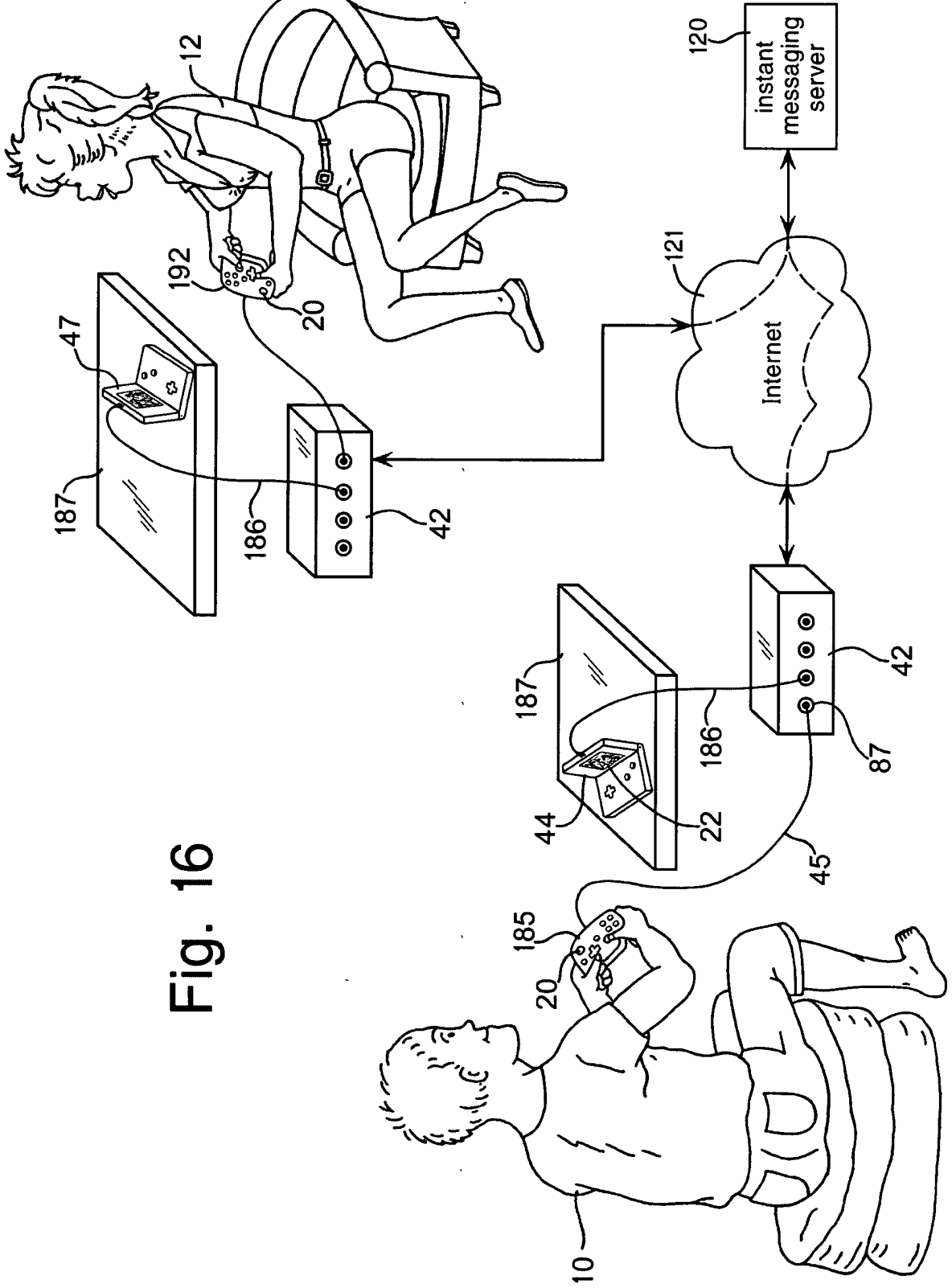
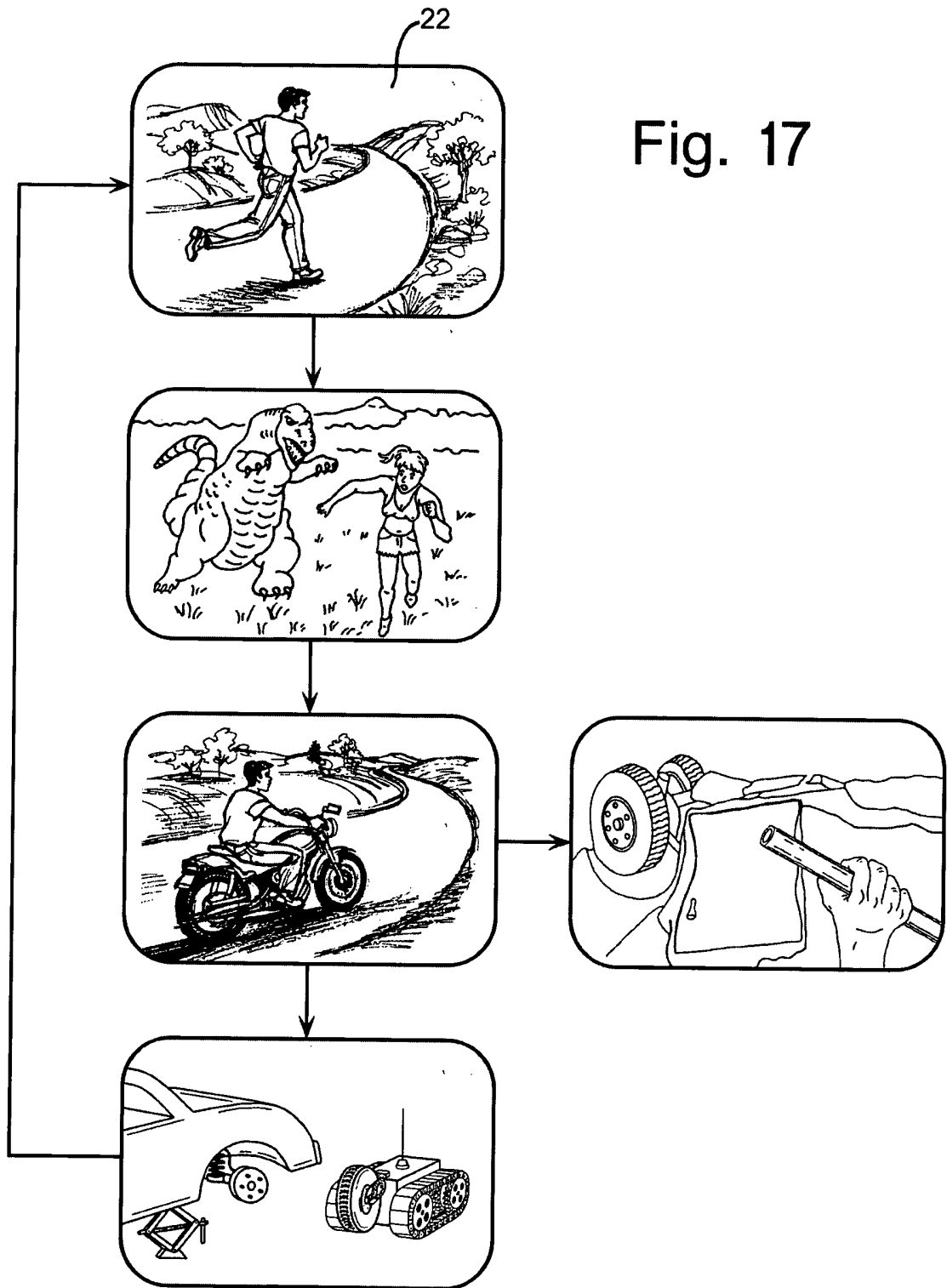


Fig. 16



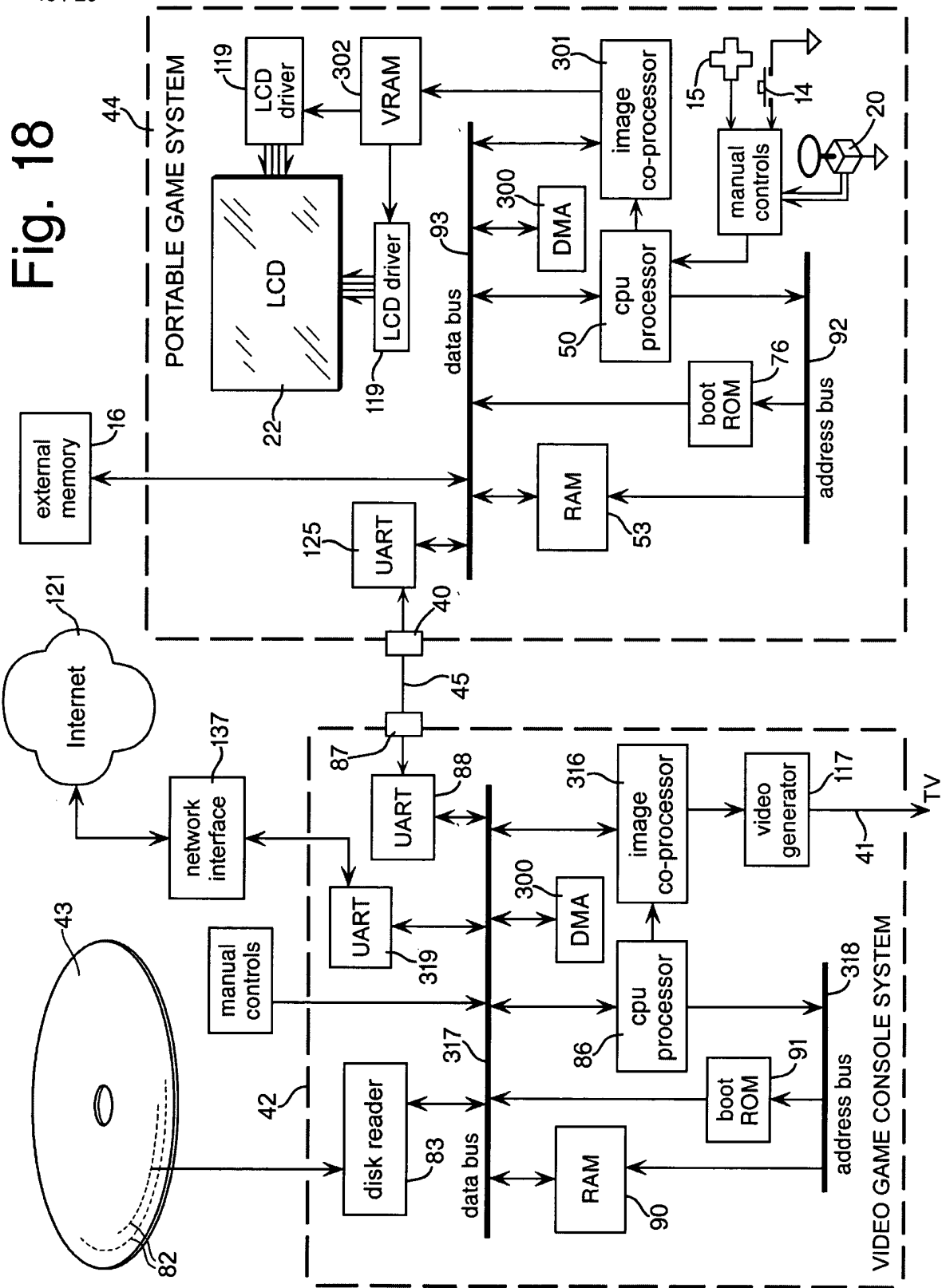


Fig. 19

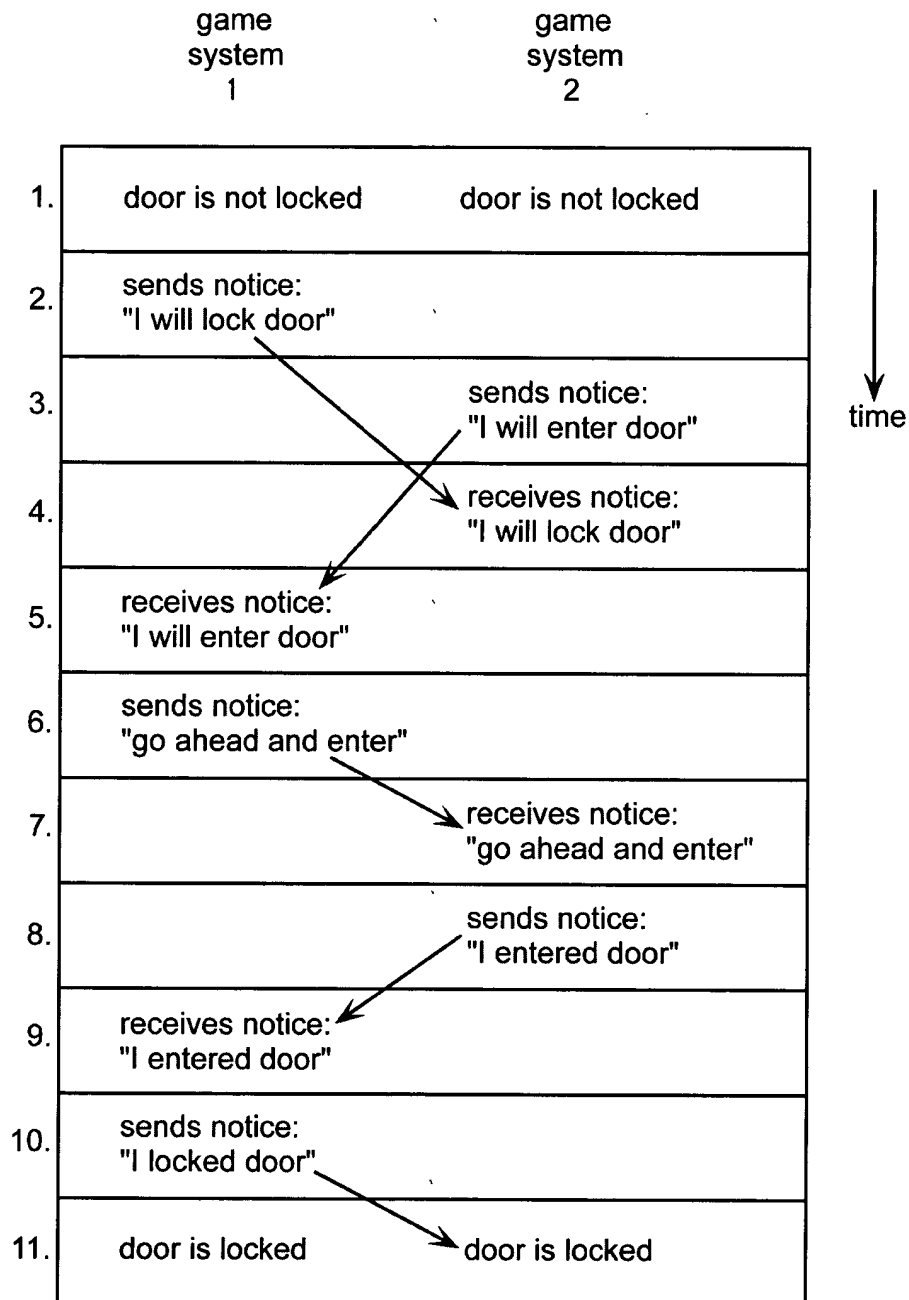
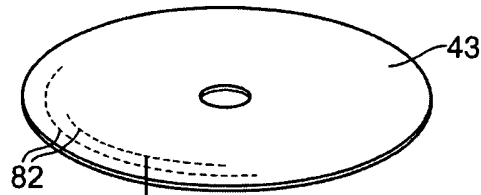


Fig. 20



program for loading RAM with programs supplied by disk
program for downloading programs to portable game system 44 and 47
program for generating simulated 3-D world
program for generating picture data of animated character in 3-D world
program for generating picture data of objects in 3-D world
program for generating status data to send to network messaging server
program for sending data to portable game system to control LCD display
program for sending/receiving data to/from messaging server
program for processing received status data records
status data for location, direction, and orientation of each object
status data for weapons, tools, coins, energy, and other attributes
data received from message server
picture data for simulated 3-D world
picture data for player-controlled object
data for character descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.

Fig. 21

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program for loading RAM with programs supplied by disk
program for downloading programs to portable game system 44 and 47
program for generating simulated 3-D world
program for generating picture data of animated character in 3-D world
program for generating picture data of objects in 3-D world
program for generating status data to send to network messaging server
program for sending data to portable game system to control LCD display
program for sending/receiving data to/from messaging server
program for processing received status data records
status data for location, direction, and orientation of each object
status data for weapons, tools, coins, energy, and other attributes
data received from message server
picture data for simulated 3-D world
picture data for player-controlled object
data for character descriptions (polygons, textures, etc)
data for terrain descriptions (polygons, textures, etc)
data for maps, word menus, etc.
data identifying player and messaging server account

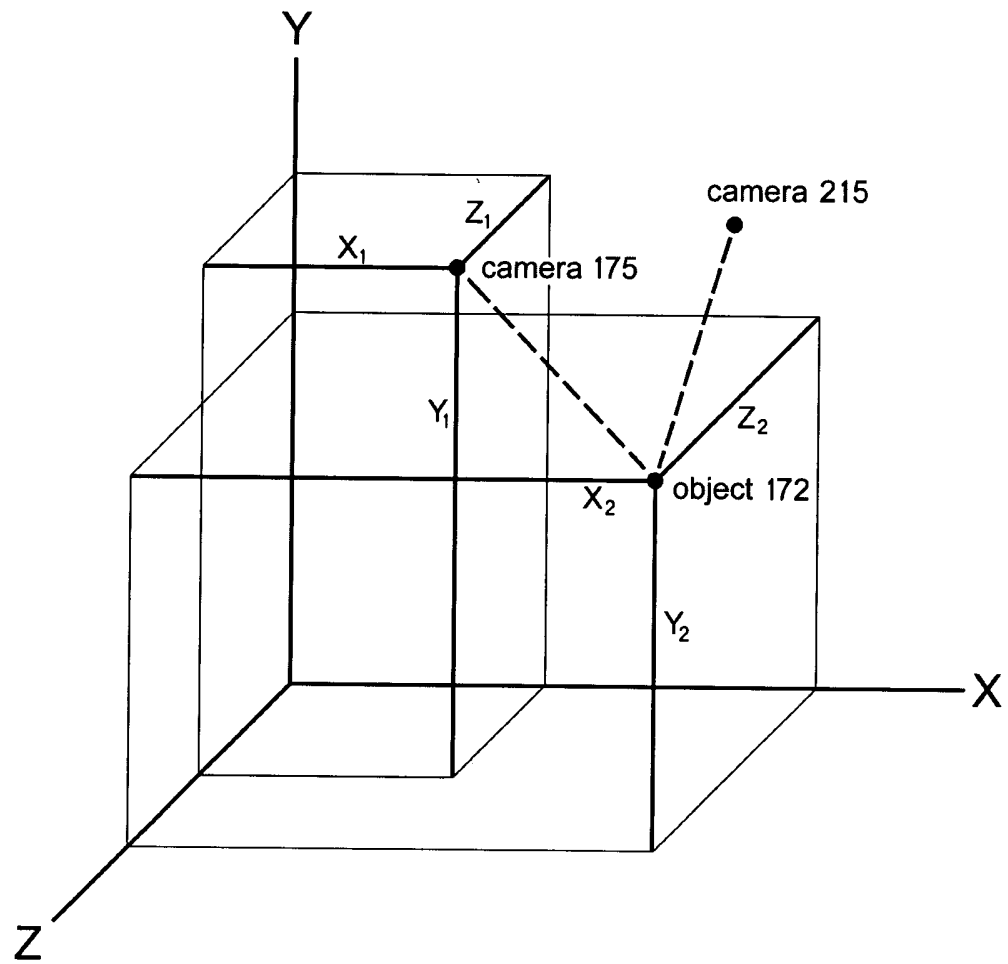


Fig. 22

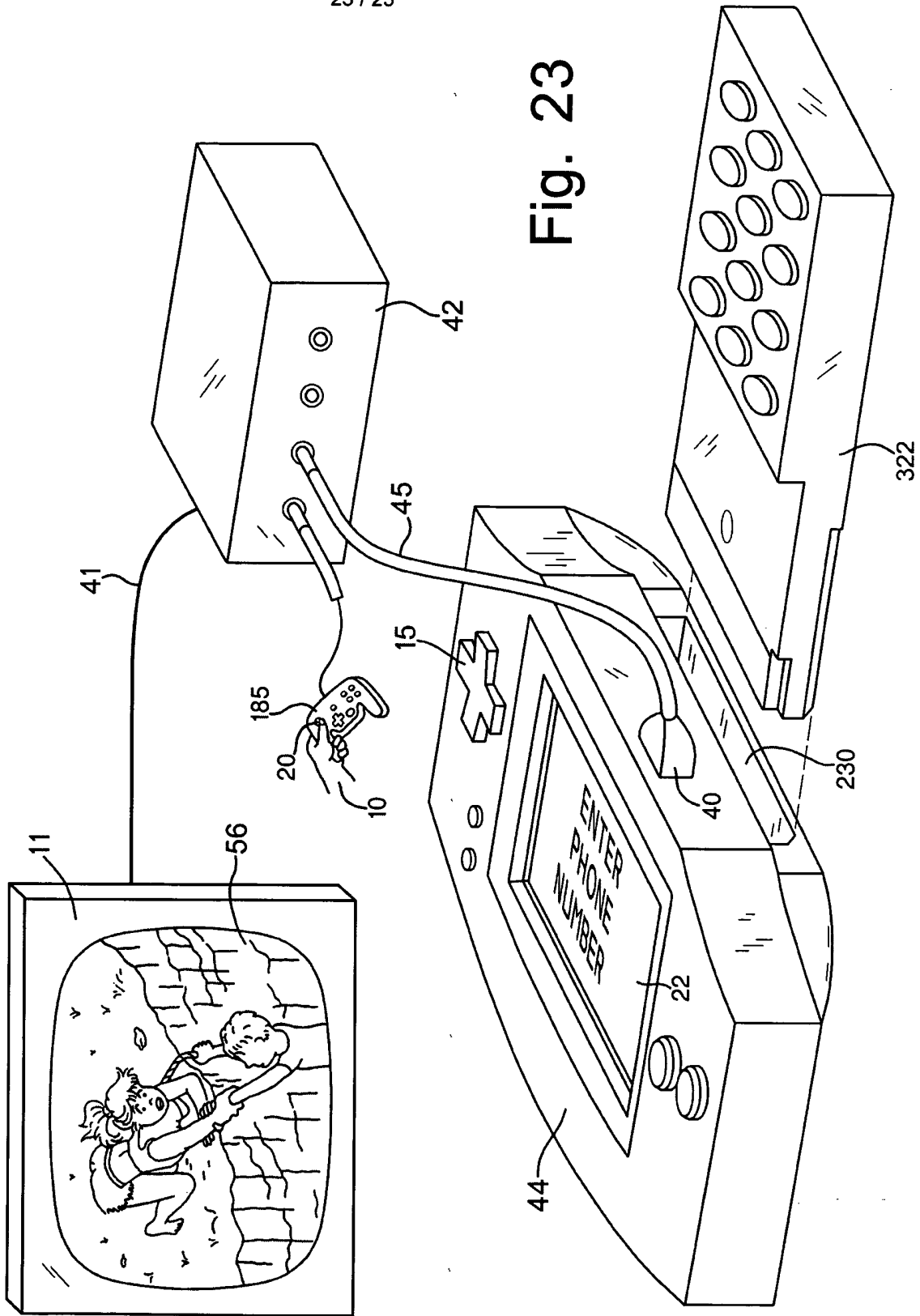


Fig. 23

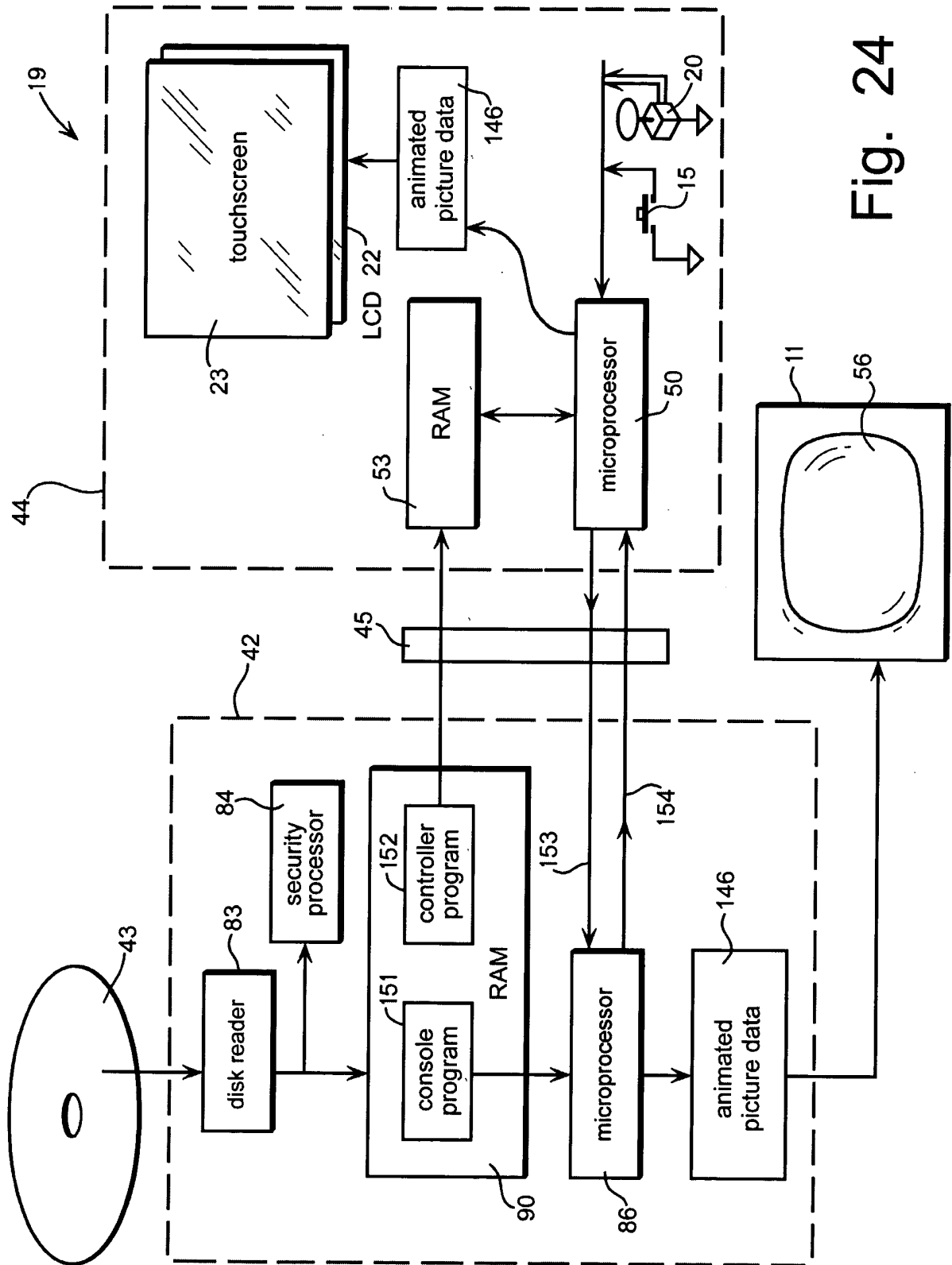


Fig. 24

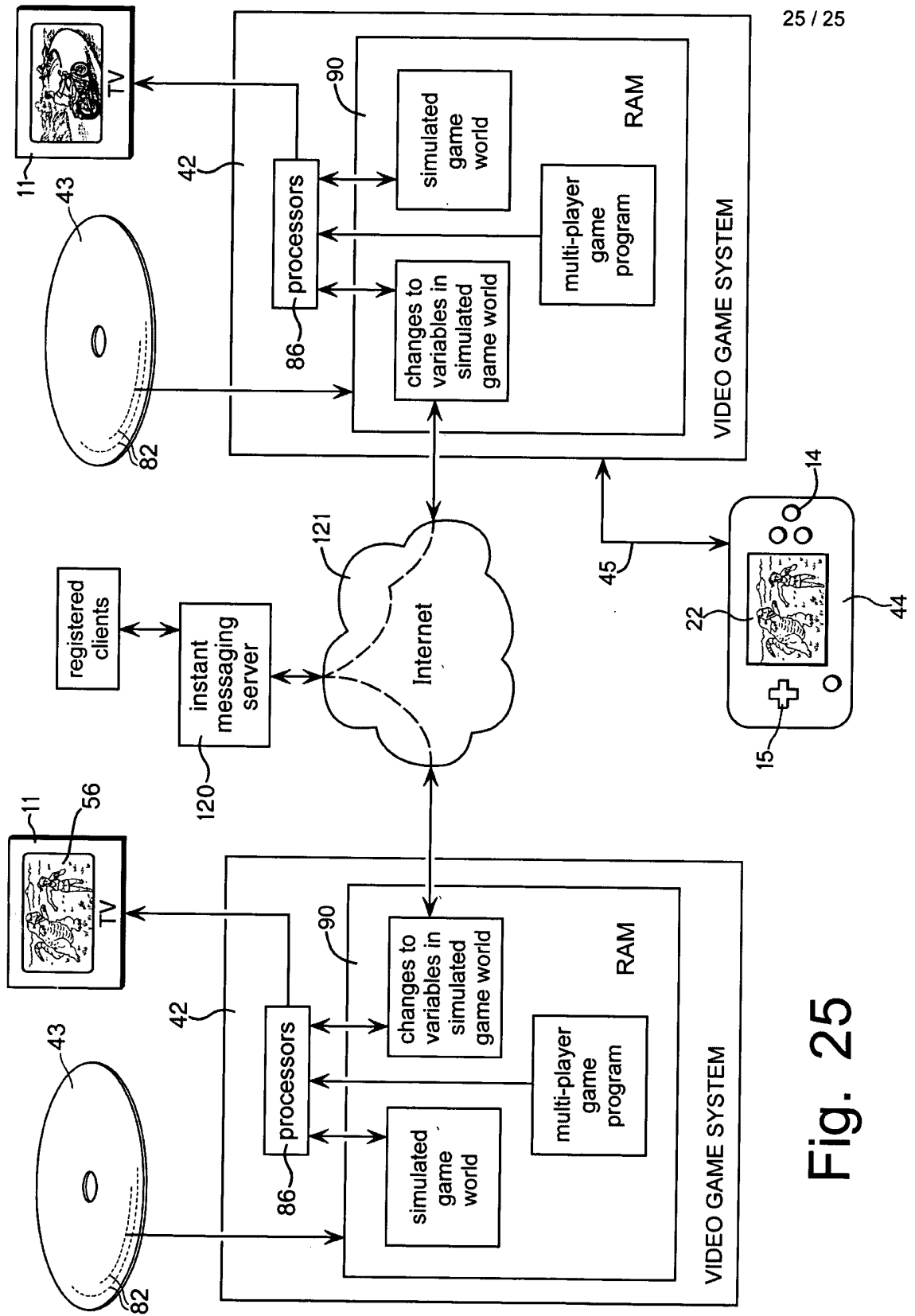


Fig. 25